

MODULE 5

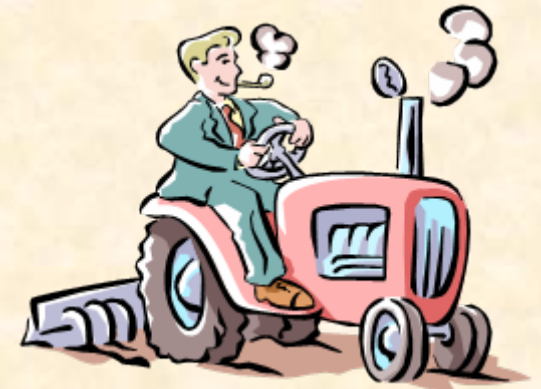
INCIDENT RESOURCES

MODULE OVERVIEW

- Resource descriptions
- Resource status
- Resource typing
- Resource applications
- Changing resource status

SELECTING THE RIGHT RESOURCE IS ESSENTIAL TO:

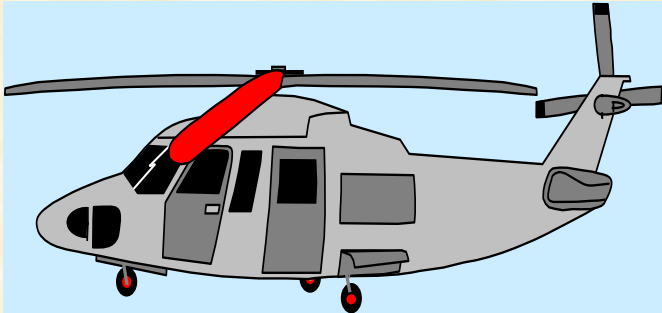
- Accomplishing the job
- Ensuring safety
- Being cost effective



KINDS OF RESOURCES



TYPES OF RESOURCES



Type 1

Type 3



ADVANTAGES TO RESOURCE TYPING

- Enhances ability to:
 - ❖ Plan for resource needs
 - ❖ Order resources
 - ❖ Monitor effectiveness of resource use

WAYS OF USING RESOURCES

- Single resources
- Task forces (mixed resources)
- Teams (same kind & type)
 - ❖ Strike team, squad, mobile field forces, etc.

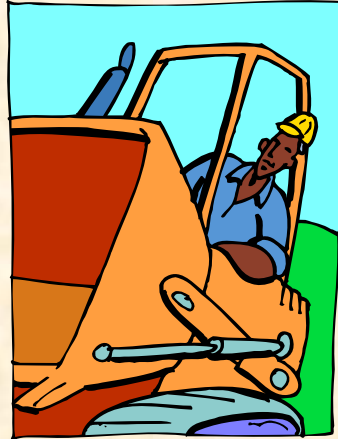
EXAMPLE OF A SINGLE RESOURCE



REQUIREMENTS OF A TASK FORCE

- Task Force Leader
- Communications within the task force
- Transportation
- Appropriate span of control

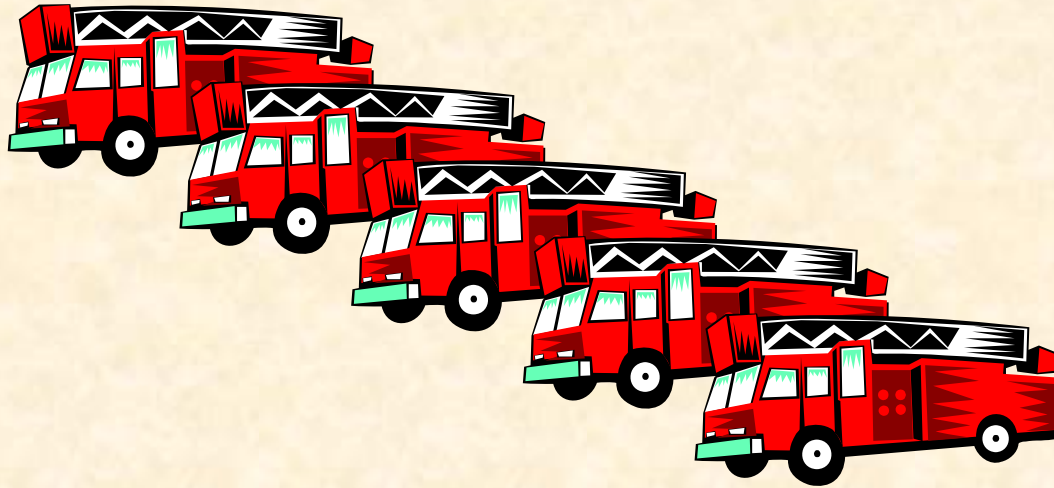
EXAMPLE OF A MIXED RESOURCES Task Force



REQUIREMENTS OF A TEAM

- Resources of same kind and type
- Team leader
- Common communication
- Appropriate transportation
- Appropriate span of control

EXAMPLE OF A STRIKE TEAM

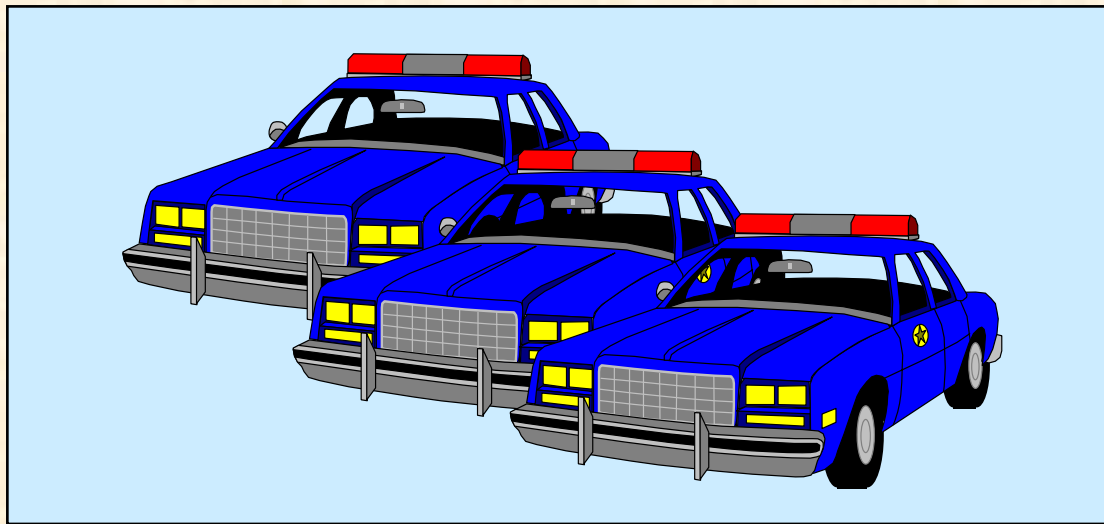


STRIKE TEAM

Combination of same kind and type

EXAMPLE OF A SQUAD

All resources of same kind and type



12 Personnel
(11 + 1 Supervisor)

ADVANTAGES OF...

Task Forces, Strike Teams, Squads & Mobile Field Forces

- **Enables more effective resource use planning**
- **Provides effective way of quickly ordering what is necessary**
- **Reduces radio communications traffic**

ADVANTAGES OF...

Task Forces, Strike Teams, Squads & Mobile Field Forces

- **Increases the ability to expand the organization while maintaining good span of control**
- **Provides close resource control and accountability**

RESOURCE STATUS

- **Assigned:**

- Working on a tactical assignment**

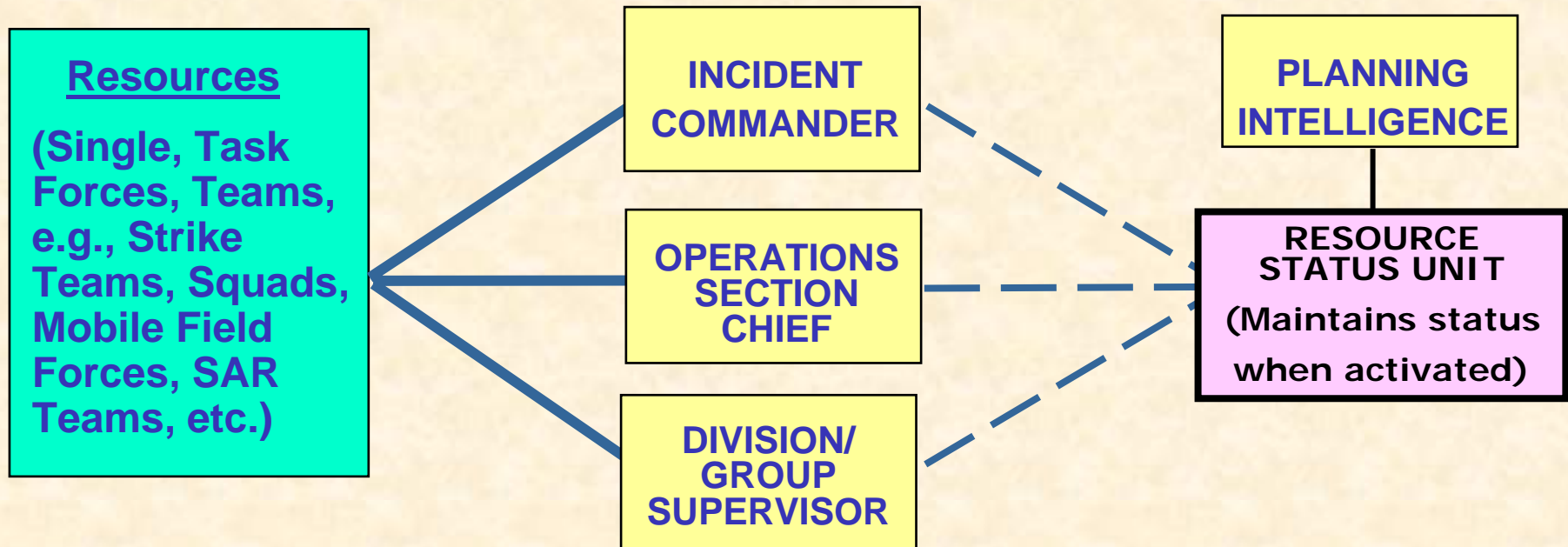
- **Available:**

- Within 3-minutes**

- **Out-of-service:**

- Mechanical - rest - staffing**

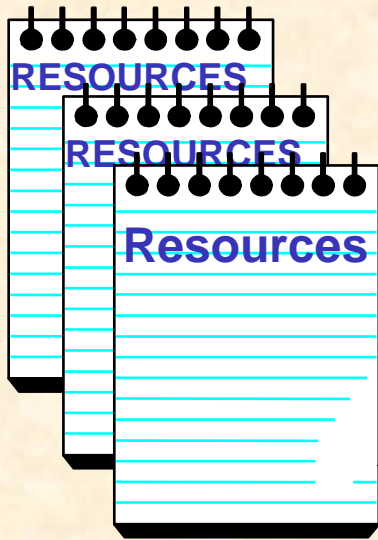
Changing Resource Status



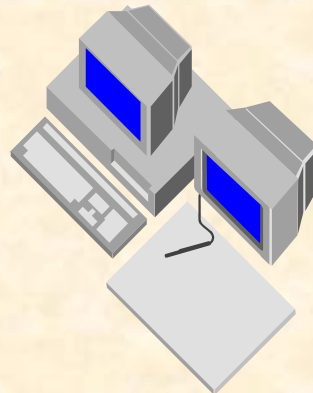
Status Changes can be made by any of the above depending on organization and situations.

———— = REPORTING
----- = INFORMATION

RESOURCE STATUS KEEPING SYSTEM



DIV A	DIV B
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
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<u>CREWS</u>	<u>OH</u>	<u>A/C</u>
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